

Title: Relvinian-A Biography

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Relvinian was one of the first Grandmaster Mages to be allowed entry into the Guild of Arcane Arts.

Relvinian's tutor, Grandmaster Luthior said of Relvinian, "Yes he tends to deal more with the lesser used or altogether forgotten spells, but he means well. He's trying to find ways to help Britannia as a whole, not just on a one to one basis."

Two of the most notable historic accounts involving Relvinian are the attempted enslaving of daemons and the creation of the hedgemaze.

The failed Daemon experiment which cost him his position with the Mage's Guild, was responsible for killing fifteen of Britannia's citizens. Daemons are usually associated with dark magic and other evil intentions. This would have been the first attempt on record to bring them into a more positive light. Some experts were concerned about the implications of a creature borne of evil working daily with the citizens of Britannia. Relvinian emphatically retorted those fears, and claimed to have created a spell that would summon and totally control a daemon and all

its actions, but could only be cast by a Grandmaster Mage, like himself. He envisioned assigning a daemon to a household and placing a schedule in its mind. The creature would have no choice but to follow this schedule.

Disaster struck Castle Britannia when several daemons, summoned by the mage went on a killing spree, slaying fifteen citizens. Relvinian had been invited to the castle to discuss with Lord British his theories of a daemon workforce for Britannia. When he cast his new spell in the castle's great hall, however, his theories went up in smoke.

Relvinian has not been seen since this tragic event, but Lord British was sure he would return and take responsibility for his failed experiment.

Lord British was quoted as saying, "He misjudged his powers, that's all. He's not a killer.

Relvinian is a visionary, who attached himself to a more or less dangerous idea. I think his plan might have merit, but it must be closely analyzed before any further harm is done."

Relvinian is thought to have created the hedgemaze, located south of Britain. The Guild of Arcane Arts focused a considerable amount of attention on the mysterious maze, and found evidence directly linking Relvinian to the creation of this now "natural wonder". The

maze itself, magically appeared less than one week after the botched experiement, and with the host of creatures that were drawn, and now infest that maze, one can only logically assume Relvinian as the creator.

When the maze appeared, it replaced valuable farmland, and hand-hunting habitat with what appeared to be bits and pieces taken from all over Britannia. Creatures from all over the land seemed attracted to the maze and wandered about aimlessly inside it. The maze was painstakingly cleared years ago, but once again, daemons are now roaming freely throughout the maze of hedges, leaving citizens of Britannia to once again ask, "Where is Relvinian"?